

THE OFFICIAL GUIDE

WRITTEN BY PABLO HIDALGO







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FOREWORD

It's 1988 and I'm nine years old. My mom and I are in San Francisco, seeing the sights. Golden Gate Bridge, Alcatraz, eating dim sum in Chinatown. And there's one other stop on our tour. A few years earlier, my dad had done some writing for this guy, George Lucas. *The Star Wars* guy. That was in the early eighties, before I was old enough to really appreciate it. But their past collaboration and friendship meant my mom and I were able to arrange a visit to the visual effects company that George had founded. The name alone quickened my nine-year-old pulse. Industrial Light & Magic. The fusion

of technology and fantasy. The idea that anything could be made real on a movie screen was both exhilarating and terrifying—that primal cocktail of emotions that fuels the imagination of all children.

The entrance to ILM was concealed in a nondescript storefront with blacked-out windows, like a top-secret government lab. My mom and I got the tour, visiting each department; make-up effects, where I got to try on a mask for the highly anticipated Ghostbusters sequel; the camera department, where they were busy inventing new equipment: matte painting. that wondrous (and now sadly lost) art by which entire worlds were created with paint and ink to be indistinguishable from a photograph; and finally, the department I was most excited about: the model shop, where creatures, spaceships, sometimes even whole towns were built on the same scale as the action figures I played with on the floor of my bedroom. And there was no question, ILM made the best toys on earth.

We also drove over to the warehouse where models were stored after use. If things go according to plan, in a few years, when George and Mellody open the Lucas Museum of Narrative Art, you'll get the chance

to see some of what I saw that day—the most wondrous toy chest on earth, filled with models of the Death Star, X-wings and Mon Calamari star cruisers, rancors and Eborsisks, even a certain Lost Ark (which, incidentally, was not in a wooden crate marked "TOP SECRETIARMY INTEL" but just sitting there on a shelf gathering dust). What I felt that day, wandering through that dark, quiet warehouse, was pure wonder. What I understood, for the first time in my life, was this: imagination is magic and magic is real.

With the insight of author Pablo Hidalgo and the help of the Lucasfilm image archive, DK's books are a little like that ILM toy chest I visited as a child.

They are grimoires of magic, an access point to another galaxy, one that's growing larger, richer, more dangerous, more beautiful, and more real every day. Enjoy it, reference it, devour the details, but be warned, the study of magic is serious business. It will lead you to dark corners of distant worlds, places no one else has ever visited. And before you know it, you're a magician too.

At least, that's what happened to me.

JON KASDAN

Co-Writer on Solo: A Star Wars Story



INTRODUCTION

Solo: A Star Wars Story takes place during a dark time in the galaxy. The Jedi are gone and the merciless forces of the Empire maintain order. As the Empire expands into new territories, it encounters the operations of dangerous criminal territories. This book is your guide to Han Solo's adventures syndicates. This book is your guide to Han Solo's adventures as he first enters this larger world. Discover the places, faces, and things that Han encounters on that journey—from those and things that Han encounters on that journey that will take center-stage and play pivotal roles in his life, that will take center-stage and play pivotal roles in the strange dangers lurking deep in the shadows.

HEAD IN THE STARS

Under Imperial rule, the shipbuilding planet of Corellia has become a place of poverty and gang warfare. On these mean streets, a teenager named Han fights for survival but yearns to fly among the stars...



A Separatist crisis escalates, threatening to split the Republic.

A TIMELINE OF TROUBLE

Han is cagey on the details of his own past, particularly his early childhood. His lifetime has coincided with a noteworthy period in galactic history. He was born towards the tail end of the Galactic Republic—a thousand-year institution that war transformed into the Galactic Empire. The Empire proceeded to crack down on the very freedoms it had promised its citizens.

Estimated date of Han's birth on Corellia. Around this time, Han joins up with the White Worms gang as a scrumrat.

BKR = Years before Kessel Run



The Clone Wars erupt.

The Separatist Alliance fights for independence, pitting its droid forces against the Republic's clone troopers.

> Chewbacca serves in defense of his home planet, Kashyyyk.

The Galactic Empire sweeps into power, riding a wave of goodwill after ending the violence of the Clone Wars.

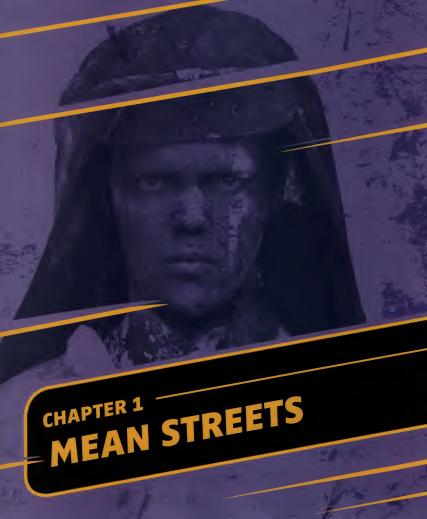
Former Chancellor of the Galactic Republic, Sheev Palpatine, declares himself Galactic Emperor.

The Empire begins its military expansion, phasing out clones for patriotic recruits and turning civilian shipyards into military factories. Han makes his escape from impoverished Corellia by joining the Imperial Navy.

Han is drummed out of the Navy and sent to battlefield army duty on Mimban, where he meets Beckett's gang and the Wookiee Chewbacca.

Han, Chewbacca, and the crew of the Millennium Falcon set an unbelievable record for the Kessel Run.







Santhe/Sienar Fleet Systems factory, designation Coronet-SFS-14

Desalinization tanks extract salt from seawater for industrial use

CONTROLLED SPRAWLS

Careful land management keeps population centers from spilling out too far and turning Corellia into a city-encased planet like so many other ancient Core worlds. Coastal cities like Coronet are instead made up of island-like architectural units called pills. The oval-shaped pills are connected by waterway-spanning speeder bridges, like the Narro Sienar Boulevard.

Cooling water transfer hose

CORELLIA

Corellia has long played a key role in the expansion of galactic civilization. Thousands of years ago, Corellian royalty sponsored exploration and colonization efforts that helped to spread the frontiers of the young Republic. Corellia's importance in galactic affairs has since reduced, although its historic significance remains recognized.

Insulated gloves with rough grip to handle slippery fish

LIFE ON THE WATER

Long before they explored the stars, Corellians satisfied their wanderlust by voyaging across their planet's massive oceans. Sailing and fishmongering are still careers undertaken with pride, though the work is dangerous and the pay is meager.



IMPERIAL PATROL SPEEDER

Sprawling cities and industrial areas are common on worlds such as Corellia. In areas deemed important enough—and the valuable shipyards of Coronet certainly warrant this status—military units are increasingly taking over local law enforcement to ensure control. The Empire deploys patrol speeders piloted by specialist stormtroopers to police such environments.

Acceleration pad with positive traction field



Power cell access panel

BIG CITY BIKER

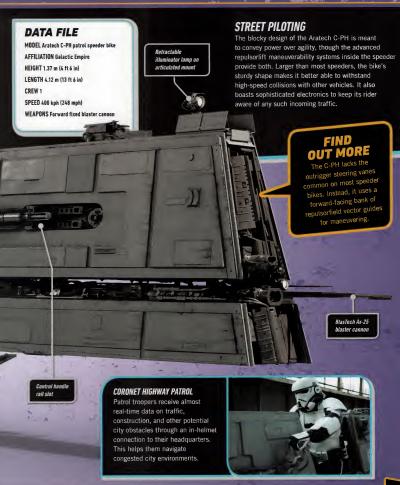
Patrol trooper armor allows for greater ease of movement than the full body suits worn by regular stormtroopers. This flexible uniform shares more similarities with that of scout troopers—the wilderness-based counterparts of the urban patrol troopers.

Rocker-pivoted foot pedal controls speed and altitude

Lightweight

EC-17 hold-out

blaster pistol



CORELLIAN SLUMS

Nonstop construction on Corellia is making the elite richer, but few benefits are felt by citizens like Han. Factory laborers are worked to exhaustion for little pay. Those who don't work for the Empire or mega-corporations often turn to thievery to scrape by. Abandoned industrial sites and condemned housing projects become a hotbed for criminal activity.

HAN SOLO

Times are tough under Imperial rule. Han is a street thief who works for the notorious White Worms gang, stealing goods and cutting deals on behalf of an ill-tempered crime boss. But budding pilot Han has his sights set for the stars, and soon improvises an escape from Corellia.

Belt pouch with lockpicks

Naapa-tanned vest

weatherproof surface

with cracking



A GOOD BLASTER

As Han Solo travels the galaxy, he relies on having a trusty blaster by his side for protection. This rugged BlasTech DL-44 is stripped of its field rifle accessories to become a hefty blaster pistol.

PRIVATE ORIGINS

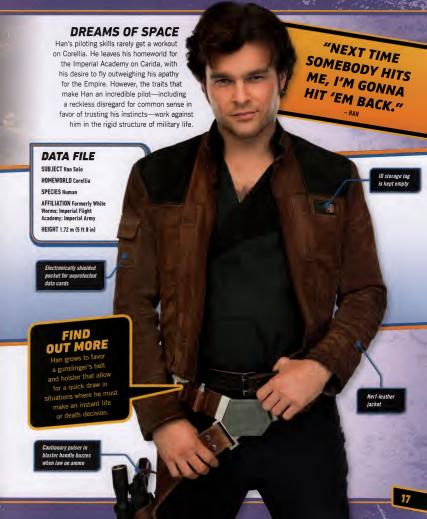
Han doesn't say much about his past, suggesting that, like many of the urchins crowded in the Corellian slums, he doesn't really know it. Han's cockiness, daring, and ability to take a punch have made him one of the White Worms' most capable—if unpredictable—thieves.

Bruising from a run-in with Kilmo, a local crook

Driving gloves improve grip when steering

Brine-covered serge fabric trousers

Scuffed engineer boots



M-68 LANDSPEEDER

Han won't admit how he ended up piloting this overpowered M-68 landspeeder. All he'll say is that its previous owner no longer had need of it. Han has a keen eye for technology, and recognizes the M-68's capabilities at a glance. A simple bit of hotwiring, and it is his to take for a spin.

FIND OUT MORE

Air is drawn into the speeder's custom cool-burning injectrine engines through a large exposed inlet on the front grille.

HIGH PERFORMANCE VEHICLE

The landspeeder is lifted off the ground by a repulsorfield, while propulsion thrusters push the vehicle forward. Each thruster has a variable exhaust nozzle that shapes and directs thrust and lets the pilot spin the vehicle around at fast speeds. The repulsorfield also works as a traction field for better control.

Exposed cooling fan for repulsorlift generator

> Airspeed tracker and telemetry antenna

Repulsorfield transmitter banks

Exhaust nozzle adjusts to change direction of force



DARK CENTER

Stacks of outdated habitation cubes—scrap from a condemned Corellian housing project—cover the abandoned industrial site where the Worms dwell. Robust access pipes, formerly used to transform Corellian seawater into fresh water, lead from the surface into the heart of the Den. The chamber's upper windows are painted black to block sunlight reaching the light-averse Grindalids within.

Scrumrats sleep in the tunnels, close to the cistern's warmth

FIND NIT MORE

The Den's power is drawn from an unsupervised generator bank belonging to Sienar Fleet Systems. An illegal tap was set up by scrumrats, who also maintain the supply.

Crates of stolen goods are ready for sale

Lockpick stowage

DEN OF THE WHITE WORMS

The White Worms form the backbone of Coronet's black market, making stolen and prohibited goods available to anyone willing to pay the steep prices set by their leader, Proxima. They work and reside in the poorest parts of the city. From the surface, their base looks like an abandoned water processing plant, with only the occasional guard hinting at what lies beneath.



SLEEPING KIT



TRUCKSPEEDER

When gang affairs require the White Worms to travel overland, Moloch's vehicle of choice is a blocky Trast Heavy Transports A-A4B truckspeeder. The armored transport has a noisy, powerful engine that propels it and its passengers through the streets and alleys of Coronet. A forward cage holds a pack of snarling Sibian hounds eager to hunt down Moloch's quarry.

Armored cage turns speeder into a battering ram



MOLOCH

Moloch is a Grindalid brute who answers directly to Lady Proxima—leader of the White Worms. Moloch's sense of superiority over the gang's humanoid servants is encouraged by his boss. Though he rarely speaks of it, Moloch is a spiritual being, believing in a promised afterlife of endless riches.



concertinaed cowl armor

Articulated faceplates =



Scope with built-in luma-compensators

"SNUBBLE SPECIAL" PISTOL

Moloch favors a "snubble"—a double snub-nosed blaster pistol. It packs a powerful punch, despite having limited ammunition stores. Moloch has removed the stun setting to ensure his force is always lethal.

MOLOCH UNMASKED

The Grindalid homeworld has a dense atmosphere that filters out most light, meaning that Corellia's sunlight is dangerous to Moloch and his species. For this reason, most Grindalids tend to remain in the dark depths of the favela. Moloch is one of the few who dares venture out of the shadows, protected by customized full-seal armor.





Moloch thinks Proxima is too easy on Han, though he'd never say so to his dear matriarch. Moloch is sure that Han's smart mouth will inevitably get the young man killed. It seems clear to Moloch that it would be more efficient to get rid of Han sooner rather than later.

DATA FILE

SUBJECT Moloch
HOMEWORLD Corellia
SPECIES Grindalid
AFFILIATION White Worms
HEIGHT 2 m (6 ft 7 in)

Brine-encrusted long coat

FIND OUT MORE

From a distance, Moloch looks like a two-legged creature, but he actually has tapered tail segments. Extensive practice has enabled him to impersonate a humanoid walk. "YOU'LL NEVER KNOW
HOW MUCH IT PAINS
ME TO DESTROY
SOMETHING AS
BEAUTIFUL AS YOU."

Scepter depicting writhing scrumrats

Photosensitive skin enclosed in glove

SCRUMRATS

The scrumrats are the lowest of the underlings serving the White Worms. These orphans and urchins are plucked from the slums and given a meager chance at survival by Proxima. For many scrumrats, progressing from lowly ratcatchers or pickpockets to trusted thugs or guards is their most realistic goal in life.



INFESTATION

The scrumrats earn their unsavory name through the vermin-hunting duties that they all must undertake. The Den is infested with vervikks, screerats, and other unwholesome critters, which the urchins hunt. Scrumrats bring the captures to Proxima's pools, where the choicest morsels are chewed up by the gang leader and fed to her baby worms.

CHATES

The son of a farmer who was tragically killed by muggers during a visit to a Coronet bank, Chates was left alone in the big city at a young age. He soon fell in with the scrumrats. Chates admires Rebott, one of the White Worms' toughest thugs, and hopes to impress him by clobbering Han.

Portable Holonet transceiver



of Third Girl among the scrumrats, but she is eager to climb higher in the gang.

JAGLEO

A former dancer, Jagleo has adapted her balance and coordination into a self-invented style of martial art. The nimble thief can shimmy into tight spaces.





OI'RA

TUNNEL TOLI

Little Toli earns his keep by slipping into utility wiring trunks and patching into power and data grids. This keeps the Den connected to the rest of the planet.



Work goggles with magnifying lenses

Young Hallon can squeeze through narrow spaces to reach areas older thieves cannot. Against orders, he has been letting pests escape the Den alive.

Qi'ra clawed her way up from the wasteland of the Silo, using her cunning to secure a profitable deal for Lady Proxima, and earning the role of Head Girl. At age 18, Qi'ra now commands the attention and respect of Proxima, if not her full trust. Proxima admires Qi'ra's planning and strategy, but recognizes a potentially

threatening schemer when she sees one.

Comlink and breather mask Twi'lek lekku

COSDRA AND LEKELF

Loyalty has afforded these older scrumrats many perks. Cosdra and LeKelf perch near the surface where they act as sentries for the Den and can enjoy slightly fresher air than that found below the surface.

Lock-picking spikes in belt loons

compass

COMMANDER OF STAVES

Rebolt backs his bullying words with a bludgeoning staff he made for himself out of a snapped transmission mast with ends wrapped in leather straps. If Rebolt connects it to a power cell. the staff's conductive surfaces give it an extra jolt. He has nicknamed his club the "Commander of Staves." after the sabacc face card

Conductive tungsten metal

(when housing a power cell)

Insulating Rycrit leather strap, tightly wound

REBOLT'S CLUB

CORELLIAN THUGS

Moloch's favored goons are Rebolt and Syke. The pair's competition with one another to prove who is toughest amuses the White Worm enforcer. Though Rebolt is currently the better animal handler, Syke is quickly catching up.

Protective padding

Heavy, puncture-proof hound-handling gloves

Osteoderm plate ridge Control harness Sensitive nasal passage CORELLIAN HOUNDS Fleet-footed canine creatures with a keen sense of smell, these hounds come in a wide variety of breeds from Regenerating across Corellia. Sibians are bred for hunting and attack.

Waterproof

SYKE

Syke shows a gentle fondness for the Sibian hounds, a trait his rival Rebolt thinks is a weakness to exploit. Someday, Syke hopes to set his favorite hound. Taomat, on Rebolt and end this petty contest.



FIND OUT MORE Thugs of a certain rank are honored with breathing collars that fan purified air into their faces, rather than being forced to wear restrictive breathing masks.

An unimaginative and pitiless goon who carries out Moloch's orders unquestioningly, Rebolt is driven by ambitions that outstrip his abilities. Growing up in the Den,

he aspired to one day be Proxima's Head Boy, but his attempts were repeatedly undermined by smarter scrumrats like Han and Qi'ra.

Sealable pocket holding money, ration bar, and vibro-shiv

Atmospheric treatment tubing

DATA FILE

SUBJECT Rebolt HOMEWORI D Corellia SPECIES Human **AFFILIATION White Worms** HEIGHT 1.73 m (5 ft 8 in)

Brine-covered coveralls

"WE'LL MAKE SURE YOU DON'T GET LOST ON YOUR WAY..."

- REBOLT TO HAN



CORELLIAN VISION

The spaceport has a relief sculpture depicting the Edjian Prince, a mythical Corellian figure who braved the unknown forests of the Uhl Eharl Khoehng. Such legends predate the Old Republic and helped define the spirit of adventure and exploration that have become essential parts of Corellian heritage.

> Stormtroopers marshal crowds into long lines

> > Entry

CORONET **SPACEPORT**

An expansive facility on the city coastline, Coronet Spaceport handles the flow of civilian, military, and commercial traffic in and out of Corellia. The Empire has taken over the major terminals for its needs, pushing secondary services to one of the outer pill-shaped structures that the spaceport covers.



Customs booths are staffed by



TRAVEL DOCUMENT DATA TAGS

Tamper-proof laminate casing Extendable antenna

SECURITY COMLINK

Encryption dialer

Vo-pickup microphone grille





BODY SCANNING WAND Corellian Engineering Corporation, unhappy about growing Imperial

influence at the company.

User-defined

touch-sensitive "soft" keys

GALAXY TRAVELERS

Long lines snake through the terminals of Coronet Spaceport, full of desperate travelers. Many are eager to leave the worsening conditions on Corellia, wary of the scrutiny of Imperial security and hopeful at what lies ahead. But first, they must run a gauntlet of officials who question their loyalties and motives.

THE XOCZUKO FAMILY

Jannitha Xoczuko, a droid programmer, has been studying manufacturing processes and offering her efficiency expertise at the Corellian Engineering Corporation for the past six years. Disheartened at the grueling conditions of military industry, she is taking her family back to their home planet. Czerialus, Little does she know Czerialus fares no better under the Empire.



Cowl trails down to

Temperature-sensitive Barbadelan tendrils

attached satchels

DOBARN TREN

A priest of the Sacred Way. Dobarn Tren came to Coronet hoping to alleviate the suffering of the city's poorest residents. This drew unwanted attention from law enforcement officials, who incorrectly suspected him of buying and selling illegal wares on the black market. Rather than face deportation. Tren is regretfully volunteering to leave.

Bronzium necklace, a fourth-generation heirloom

WARIA JUNUS

An education regent from Kor Vella, Junus is assigned to investigate the spread of truancy and delinquency among Coronet's youths. A substantial "donation" from the local mayor ensures her reports don't dig too deeply.



MELANAH SAL GRAEFF

Sienar Fleet Systems development executive Viceprex Sal Graeff routinely visits Corellia to examine her company's factories and speak with government representatives regarding reducing export taxes.





containment helmet

HARRGICK

A blob-like Ugor contained in a humanoid spacesuit. HarrGick had been working at a Ubrikkian factory on Coronet for over a decade. He was laid off when the factory was taken over by the Empire.



Filter-weave environment shroud

GAFFERKY LENZWIN

The pollution levels in Coronet are severe enough to prompt those concerned about their health to leave. Lenzwin, a salesbeing from Hyrotii Assembly Services and a nervous hypochondriac, cannot wait to leave the industrial city. A work assignment brought him here, so he is risking his career by leaving without a sale.







CUSTOMS BOOTHS

Weapons scanners and armed guards form a security barrier between most spaceport workers and travelers, but some staff are entirely occooned in armored enclosures. Emigration officers process travelers from behind blast-proof transparisteel partitions, with retractable storage drawers used to safely transfer physical objects between parties.

OFFICER

LORU DENHOLT

EMIGRATION OFFICERS

On heavily populated worlds, the Empire finds it more efficient to simply induct existing security personnel into the Imperial fold rather than replace them outright with military personnel. Emigration officers are typically locals granted training, equipment, and uniforms that allow them to order their neighbors about, in the name of the Empire.

cap with pin OFFICER KEELA HEVIS

Imperial-issue peaked

 Code key cylinder scomplink port

ENTRUSTED SECURITY AGENTS

These security agents were attached to CorSec before the

rise of the Empire. Still officially part of that local security agency, they are now also considered an asset of the Imperial Security Bureau, with a direct line to that body's Surveillance branch.

Typically unarmed, they operate in blast-proof booths with panic buttons that can summon stormtroopers.

IMPERIAL DATAPAD A rugged MerenData IDCA-22

datapad connects emigration officers to the Imperial Enforcement DataCore, which provides information on known criminals and suspects.







FORCES OF THE EMPIRE

In a show of unprecedented expansion, the Galactic Empire consolidates its power and strengthens its grip on the galaxy. This means venturing further into the lawless reaches of the Outer Rim. The Empire must prepare forces and equipment to deal with both the civilian and criminal resistance it may encounter.

MILITARY MIGHT One of the latest innovations for

One of the latest innovations for the Imperial Navy is Sienar Fleet Systems' TIE/rb heavy starfighter (nicknamed the "TIE brute" in some quarters). These starfighters feature heavier armor and firepower than regular TIE fighters. Some fleet admirals are wary of them though, feeling they undercut the strategic importance of larger preparts being the sienar them.

Inflight support for TIE/rb operations is provided by an MGK-300 integrated droid intelligence. It operates in a manner similar to an astromech counterpart.

Heavy armor vehicles are essential for the control of Imperial ground installation

Imperial ground installations.
The AT-DT (All Terrain Defense
Turret) serves as a piece of
mobile battlefield artillery.

Armor plate and artillery flashback

shielding

IMPERIAL ARTILLERY

Micro-corrugated solar gather panel

DATA FILE

MDDEL Sienar Fleet Systems TIE/rb AFFILIATION Galactic Empire

HEIGHT 10.97 m (36 ft)

LENGTH 8.9 m (29 ft 3 in) WIDTH 12.2 m (40 ft)

CREW 1

ATMDSPHERIC SPEED 800 kph (500 mph)

WEAPDNS Twin laser cannons

Pivoting self-powered SFS H-s9.3 twin laser cannons

Conduit transfers power from solar gather panel to engine syste<u>ms</u>

Triple-laminate quadranium-reinforced titanium armor



11-3K VIPER DROID Rotating blaster collar assembly

> Articulated manipulator with sampling claws

IMPERIAL DROIDS

Tireless droids allow Imperial operations to run at all times, with no need for rest. Droids are programmed with unflagging loyalty to the Empire and constant memory wipes means few droids ever develop anything approaching lifelike personalities. Imperial droids tend to behave like the automatons they are treated as.



R5-PHT ASTROMECH DRDID

SERVING THE EMPIRE

The growing Empire is enjoying its popularity, particularly in the inner worlds. Recruitment efforts are drawing many young citizens into Imperial military careers. Although Academies offer specialization in exploration, medicine, and merchant services, most cadets are funneled into the Imperial Navy, Army, or Stormtrooper Corps.



IMPERIAL DECK TECHNICIAN Specialist Odeffro Msern

IMPERIAL TIE FIGHTER PILOT Lieutenant Aydn Boship



IMPERIAL FLEET OFFICER 2nd Lieutenant Vell Brank



Commander Xodell and Major Staz



Chief Drawd Munbrin







IMPERIAL FLEET TROOPER Corporal Zuzanu Latt



Mimban's dense, ionized atmosphere makes air support difficult, so warfare is largely carried out by entrenched infantry. Imperial combat engineers excavate and fortify trench networks through the thick mud that coats the planet's surface. Command stations are dotted along these trenches, denoted numerically according to position (Station 3-7, for example, is the seventh station in the third trench)

Haze obscures ruins of former settlements and incoming opposition forces

Though the Mimbanese lack heavy artillery, they have improvised mines, tripwires, and catapults capable of taking out large vehicles, such as this ill-fated AT-DT.

Insulating mud complicates the detection of friendly and hostile forces on sensors

> Processing dome for enhanced targeting sensors

MIMBAN

Mimban has been a site of conflict for many decades. Mining interests attracted by deep mineral deposits have long had to contend with natives who understandably object to any intrusive offworlder presence. The Empire has decreed that the mines continue operation nonetheless, and has sent military forces to "pacify" the planet.

WET-WEATHER GEAR

Standard stormtrooper gear has been slightly modified for combat on Mimban. Waterproof capes help keep the mud from caking in armor gaps, and enhanced sensing gear helps cut through the mists in search of body heat signatures.

> Capes are known as "slicks" by troopers





A SCARRED HOMELAND

For most of Mimban's history the planet was ignored by neighboring worlds, as it was deemed too uncivilized and wild to colonize. Outside influence has recently prompted the harvesting of hyperbaride minerals through dangerous energy mining techniques. As a result, the Mimbanese people have seen their climate ruined hectares of rain forest cleared, and seemingly endless stretches of thick mud spread across the planet.

THE MIMBANESE

One of several intelligent species native to Mimban, but undoubtedly the most aggressive, the Mimbanese are fighting for the very future of their world. These intensely hostile subterranean people climb from the muck to rally against the Imperial presence that has breached the surface of their planet.

Backnack covered in dried sedge grass

> Muddy flak iacket



BORROWED ARMS

The Mimbanese were supplied modern weaponry by the Galactic Republic during the Clone Wars. They continue to use the old blasters and vibrobayonets, only retiring them when the weapons finally fall apart.

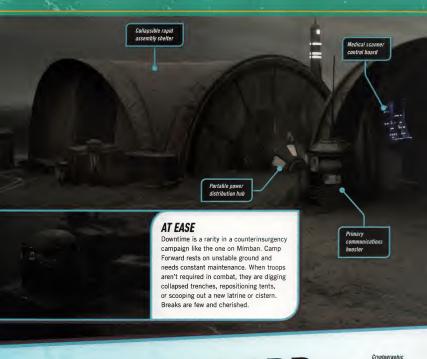
HIDDEN ENEMY

The Mimbanese have the unsettling ability to disappear in the muck and murk of Mimban, despite their bright red skin and traditional red garments. They adorn themselves with thatch camouflage that conceals them in the sparse underbrush. Their powerful limbs do not tire when pushing through the mud and clay of the battlefield.



Cross stran covers shallow nostrils









MUDTROOPERS

Many soldiers in the Imperial Army were members of local planetary forces who took up arms during the Clone Wars and have since been conscripted into Imperial service. The Imperial Army is gradually being upgraded and replaced with stormtrooper ranks, but for now, regular infantry fight side by side with stormtroopers.



Insolent expression angers superior officers

CORPORAL HAN SOLO

Han Solo has racked up a checkered record in his short time in the Imperial military. Despite

military. Despite showing exceptional piloting skills, Solo was drummed out of the academy for one transgression too far. But rather than waste the money invested in him as a cadet, the Empire transferred him to the infantry to do battle on Mimban instead.



STANDARD ISSUE

Though the Empire is technologically superior to the tenacious Mimbanese natives, that alone is not enough to secure its victory. Mudtroopers (more formally, Imperial swamp troopers) wear modern partial armor, sealed undersuits, boots to keep moisture out, and flared helmets with built-in respirators.

CORPORAL DANITH NODAR

A Carida Academy graduate, Danith Nodar was rotated out of service on the swamp planet Marca for insubordination. She saw transfer to Mimban as punishment and takes out her sour-tempered frustrations on the Mimbanese. Nodar's ferocity in combat unsettles her squadmates but impresses her superiors.

E-22 reciprocating double-barreled blaster rifle





PRIVATE COLLUM WOSLO

Woslo was a known brawler in and out of his class in Myomar Academy. His troublemaking tendencies have earned him a series of terrible assignments.



Blaster gas magazine holder

CORPORAL SHARLU GRESLIN

Unable to afford tuition fees to study at Shey Tapani University, Greslin is serving his second tour on Mimban in return for a military scholarship.

CORPORAL WESGER ODRY

An Outer Rim cadet from a world devastated by the Clone Wars, Odry signed up for Imperial service in hopes of seeing the galaxy.

> Keeping blaster recoil sleeve mud-free is essential



Sandem's medic duty bicep band

SANDEM AND HUMPHREYS

Medic Gorji Sandem rushes into the thick of battle to rescue injured Private Bokret Humphreys and to tend to the younger man's head injuries.



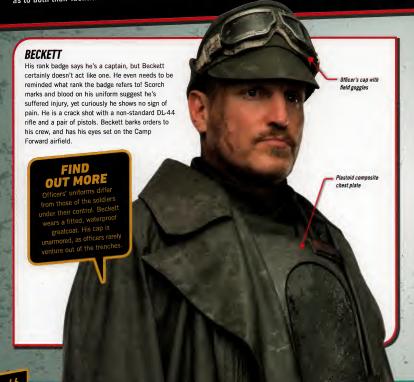


BATTLEFIELD MEDICS

Specialist Gillen Finders and Sergeant Mattiso Trodu tend to a heavily concussed Corporal Chakobi Sanwright after an explosive assault by Mimbanese guerillas. The 224th Division medics employ arms against the Mimbanese natives without reservation, despite their status as healers. Their harmful behavior is justified by Imperial interpretations of medical oaths, which dictate they only extend to one's own species. In this case, and almost every other in the Imperial military, that loophole only ensures protection of humans.

UNUSUAL SQUAD

Seemingly out of nowhere, a half-squad of soldiers shows up to take part in a chaotic push against the native insurgents. The newcomers have non-standard weaponry and equipment, raising questions as to both their identities and their motives for entering the fray.





AT-HAULER

The Empire uses AT-haulers for the swift deployment of armored walker vehicles onto the battlefield. These specialized starships have powerful engines and heavy-duty cargo lifter arms. The haulers are an upgrade from Clone Wars-era carriers, but are now being gradually phased out themselves, in favor of more versatile transports.

FIND OUT MORE

The AT-hauler is strong enough to withstand buckling under heavy loads, thanks to energized tensile strength fields that radiate through the arms.

HEAVY LIFTER

Integral to the AT-hauler are its long propulsion and lifter arms, which use ion engines and linke banks of repulsorlift generators to provide thrust and lift. Magnetic clamps on the underside of the arms lock around the cargo, which can be further secured by localized traction fields, as well as strong, Steelton-manufactured cable ties and winches.

Hardpoint to attach optional sensor, antenna or weapons mount

Arm articulation sliding joint channel

> Rotational drum-joint for arm pivot and landing configuration



FLIGHT DECK

A pilot and copilot are able to manage both the AT-hauler's flight and cargo-lifting operations. Systems are largely automated, to the extent that the navicomputer contains only a select group of Imperial outposts as pre-calculated hyperspace jump destinations. The Empire also mistakenly believes that this security restriction will deter thieves.



Service gantry and clamp brace platform



LANDING MODE

To save space in hangar bays and landing fields, the AT-hauler rotates its arms when grounded, pointing them skyward. In this way, it is similar to the Empire's favored line of shuttles from Sienar Fleet Systems, many of which have folding wings. The efficient tensile-field generators in the hauler's arms keep the shuttle hull rigid when landed.

LAIR OF THE BEAST

The commanders of Camp Forward ordered the conversion of an abandoned ammo dump into a makeshift prison for Chewbacca. The shelter's rain tarps have been reallocated elsewhere, leaving the cell full of foul, thick mud. Guards stand watch over the pit, where scraps of food are thrown down to taunt "the Beast" as a form of cruel entertainment.

CHEWBACCA

Wookiees from the forest world of Kashyyyk have been rounded up by the Empire for use as slave labor. Tribes are broken apart as Wookiees are taken to distant star systems, far from their homeworld. Chewie has escaped this fate, but is now a fugitive, looking for his scattered people. In the process, he has once again found himself a prisoner of the Empire.

Forlorn features indicate emotional distress



LOST AND FOUND

Due to his imprisonment, Chewbacca has lost his traditional Wookiee accessories of a bowcaster and bandolier. When he escapes, he soon acquires a scattershot blaster rifle and accompanying ammo harness—both worthy substitutes for now.

Tool satchels

THE BEAST

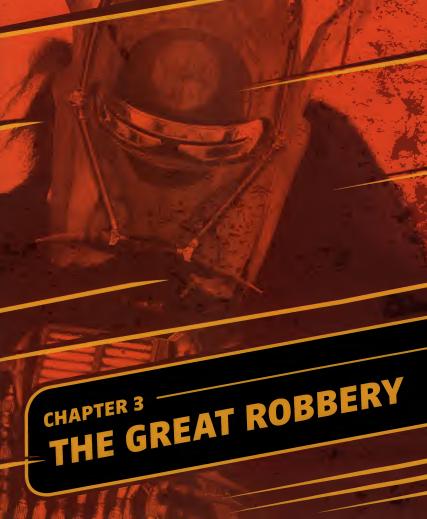
Betrayal by a greedy bounty unter has landed Chewbacca in Imperial custody on Mimban. The local Imperial officers there have neither the resources nor the inclination to process the prisoner and send him back to Kashyyk. Instead, they keep the filthy, famished Wookiee shackled in a mud-filled pen.

Mud has penetrated deep into his coat

> Reinforced plasteel shackle









Atmosphere is 99.9 percent free of modern pollutants

Mount Vastadon. elevation 1.235 meters

COLD CLIMATE

Vandor has a brisk winter that lasts for most of the planet's 435-day year. As the world is largely unsettled and has minimal infrastructure, visitors resort to basic survival techniques to keep warm. Fur is a common clothing material, while local fuel sources include timber and kod'vok dung.

VANDOR

Vandor is a stunning frontier world, marked by jagged snow-capped mountains and lush plains. Even seasoned travelers experience a heady rush when breathing in the remarkably clean air of a world scarcely touched by technology. Vandor is home to the rough-and-tumble trading port of Fort Ypso, as well as a secluded Imperial vault. It is the latter that draws Beckett's crew to the planet.

A TESTING ENVIRONMENT

Vandor's enormous rugged mountains attract thrill-seekers itching to prove their survival skills. Such visitors embark on expeditions with minimal modern tech. leaving behind scraps of fabric when they depart. Not all who set off return to reclaim their token.







AFTER THE SCORE

Beckett's crew pass the time on Vandor discussing hypothetical futures where they have made their fortunes. While Han longs for a starship and Chewbacca simply wishes to find his people, Beckett keeps his goals to himself. It is clear that he has feelings for Val though, and hopes for a peaceful future that the pair can make the most of together.

BECKETT

A grizzled gunslinger from Glee Anselm, Tobias
Beckett is a born survivor. He is always quietly
working out angles and analyzing patterns to ensure
he comes out ahead. In order to pay off his debts,
Beckett has assembled a team of specialized
scoundrels to carry out risky but profitable heists.



FYF ON THE TARGET

Using a compact Fabritech 9.5D electromonocular, Beckett seeks out the valuable haul that has drawn him to Vandor. He soon identifies a vulnerable point on the conveyex line serving the Imperial vault.



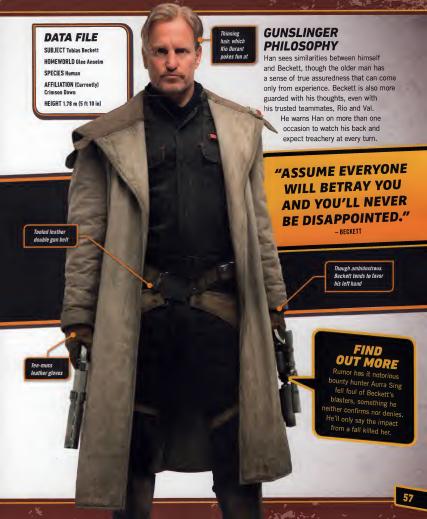
Power ampule

Oxidation marks from heat exposure

BECKETT'S WEAPONS

Sometimes deals fall apart and lethal force is required. Beckett chooses to let his blasters do the talking in these situations. He's a crack shot with both hands and often fires two guns simultaneously. The gunslinger shows off with a twirl of his guns before reholstering them.

Image-intensifying



OID SOLDIFR

Rio is a veteran of the Freedom's Sons-an independent army that assisted the Republic in the Clone Wars. Joining the army seemed a smart idea for the young Ardennian, but Freedom's Sons never paid a pension, Rio



RIO DURANT

Rio Durant has carried out dangerous operations alongside Beckett since the early days of their criminal careers. The good-natured Ardennian pilot loves to cook up food for his teammates, as well as help hatch schemes. Rio is up for any challenge, especially if it will make a good story to add to his

repertoire of outlandish tales.

Vac-suit sealing ring

Prehensile toes



Torplex LVD-41 pilot life support package

THE CREW

Beckett plans to use a stolen Imperial AT-hauler to grab valuable cargo from a conveyex train passing through the Iridium Mountains. To do the job, he needs a squad of professionals. New faces Han Solo and Chewbacca are soon introduced to outlaws Rio Durant and Val. both veterans of Beckett's schemes.

assist Rin in many tasks

DATA FILE

SUBJECT Rio Durant HOMEWORLD Ardennia SPECIES Ardennian **AFFILIATION Beckett's gang** HEIGHT 1 49 m (4 ft 11 in)



VAL'S BOMB

Val crafts custom magnetically affixed baradium bombs, a task that requires expert knowledge of chemistry and electronics plus a steady hand. The detonator is keyed to her biological signature.

Compressed baradium canister

Rocket piton is ready to fire

ADAPTED WEAPON

Val has modified a net-thrower, generally used on Veron to catch gwerax-hai, to become a grapple gun. The device allows her to quickly traverse large distances via a motorized reel of compressed syntherope. The compact set of 12 propellant thrusters inside can launch the piton over 600 meters.





CONVEYEX

For rapid transport of special cargo across frontier worlds like Vandor, the Empire uses heavily armored conveyex vehicles. These long vessels travel along rails winding through treacherous terrain. By not using shuttles or speeders, the Empire is able to maintain tighter security across the cargo's entire journey. Beckett intends to test that security.



PRECIOUS PAYLOAD

ICC-5537, carries 400 k-grams of refined coaxium in secure transit canisters. Just one vial of the hypermatter fuel could earn Han a lifechanging sum of money.

> Magnetic stabilizer pallet

Illumination bank and

data access shroud

Reinforced multi-layered armor hull

Recessed blast door with code-key lock

CARGO CAR

The Imperial Depository on Vandor is specifically built to be hard to reach. Its lack of airfield or hangar facilities prevents direct cargo drops. Standardized containers that would ordinarily fit in the bed of a Zeta-class cargo shuttle are instead mounted on the articulated conveyex cradle for delivery.

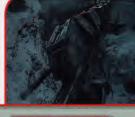
Hitch ioint passive coupler

CABIN AND CABOOSE

The conveyex is made up of three main sections. At the front, a drive engine provides the vehicle with its pulling power. This is followed by a series of standardized intermodal cargo containers. Finally, a caboose with stabilizer mount and turret laser cannon brings up the rear of the conveyex.

TWO-TIER TRANSPORT

The conveyex maximizes its cargo capacity with a distinctive over/under stacked container configuration. The drive mechanism that pulls the train along a reinforced chain bar is sandwiched between the cargo containers above and below. The whole conveyex sways and bobs as it follows the winding chain through the mountains.



Safety railing

DATA FILE

MODEL Kuat Drive Yards ATD-C45 conveyex engine

AFFILIATION Galactic Empire

HEIGHT 11.28 m (37 ft) entire train; 5.5 m (18 ft) cargo container

LENGTH 230.2 m (755 ft 4 in) entire train: 12.8 m (42 ft) cargo container CREW 2

SPEED 90 kph (55 mph)

WEAPONS Two medium repeating laser cannons: one double anti-aircraft laser turret

Drive-chain

Shapeshifting Stainless steel data lattice Contact terminals

head chain

Control cabin communications array

Drive-link housing drum

IMPERIAL SECURITY

Access to the most secure train cars can only be gained using one-of-a-kind quantum-switch code keys, which are matched to specific biological signatures of their bearers.

The Empire values security more than scenery, so the conveyex is windowless except for narrow, grilled viewing points above the drive-chain.

COAXIUM

Coaxium is a form of hypermatter—a precious substance that bridges the dimensions of "realspace" and hyperspace. It is an essential fuel for lightspeed travel. A thin coating of coaxium lines a ship's hyperdrive reaction chamber, and when energized allows for transit into the dimension of hyperspace.

DISCOVERY

Using their knowledge of Clouzon-36 gas and purrgil, early explorers were able to figure out the kind of conditions that would create natural deposits of coaxium, and where to find them.



OLD AND NEW DISCOVERIES

Refined coaxium is a far cry from the natural form of the substance. Ancient spacefarers discovered coaxium in the organs of purgil—huge space-traveling creatures. The purgil inhale space gases containing traces of the gas Clouzon-36, which they metabolize into a hypermatter fuel. This enables them to jump into hyperspace.



MINING

Worlds located near turbulent areas of space often have natural veins of coaxium ore, thanks to the local stellar stresses. An example is Kessel, adjacent to the Maw anomaly.



REFINEMENT

Unrefined coaxium is very volatile, and must be kept as stable as possible. There are limited coaxium refineries, because they require staff with specific technical knowledge.

CONTROL

Refined coaxium is more stable, but it is still shipped under special conditions to prevent theft. The Empire aims to control as many sources of coaxium as possible.



DISTRIBUTION

The Empire uses specialized cargo containers to move large loads of coaxium, but even in such cases it limits the amount kept within a single hold. The Empire uses the fuel across the galaxy, to power its growing fleet.

UNSTABLE IDEA

Reckless Han takes a big risk when he tries to transport unrefined-and highly unstablecoaxium. Transportation of coaxium requires special equipment to prevent the material from being catastrophically jostled. A coaxium explosion is spectacularly violent, tearing at the dimensional barriers that divide the sublight world and hyperspace.

Case holds a total of 197 vials

Core racks can be removed separately

"THAT'S GRADE-A REFINED COAXIUM, WORTH AT LEAST 700 CREDITS."

- HAN TO QI'RA

Balanced carrying handle

FIND OUT MORE

Tamper-proof datascreen displays internal temperature and kinetic activity, minimizing the need to open the case and handle the delicate cargo within.

Core tubes are made out of unreactive metal alloys and glass

Reinforced

storage case



MOUNTAIN WATCH

It is hard to maintain visual or technological contact with the conveyex as the vehicle winds its way through the mountains and low clouds. Trackbound sensors provide some data to the Imperial Depository, while 11-3K viper probe droids scout the length of tracks closer to the vault. Responsibility for surveillance and security therefore lies predominantly with the onboard range troopers.

RANGE TROOPERS

The expansion of Imperial territories brings its frontiers to remote outpost worlds, including Vandor. Specialized soldiers known as range stormtroopers defend Imperial interests in such rugged settlements. The range troopers stationed on Vandor are specifically assigned for the protection of the conveyex line.



BLASTER RIFLE

Electroscope with enhanced infrared imaging

Extended stock with extra ammunition load Range troopers carry BlasTech E-10R blaster rifles as their standard weaponry. The E-10R is a more rugged edition than the standard E-11, with enhanced electroscope optics and stabilizer add-ons.

GRIPPING GEAR

Range troopers wear heavy duty magnetomic gription boots for conveyex security duty. If a threat presents itself, troopers emerge from their passenger car and inspect the train as it hurls through the mountains at 90 kilometers per hour. While it may seem more prudent to halt the train as they investigate, the Empire's priority is that the conveyex run on time.

assembly



Instead of the delicate miniaturization found in standard trooper gear, the range trooper helmet features larger, tougher components which are easier to repair by hand.

DATA FILE

SUBJECT Captain Denwade Banevans

HOMEWORLD Carida

AFFILIATION Galactic Empire

HEIGHT 1.80 m (5 ft 11 in)

"TRESPASSERS ON THE VEHICLE! FAN OUT AND ELIMINATE!"

- CAPTAIN DENWADE BANEVANS

Waterproof stowage packs for survival gear

Synth-fur lined kama Vambrace armor with integrated gription boot interface controls

Servomotor brace connection point

PROUD AND TOUGH

Range troopers are some of the hardiest soldiers in the Imperial military, and they pride themselves on operating without support or comforts. They are confident in any environment and are prepared to live off the land, even in the harshest elements. In rare instances where range troopers interact with other branches of the Imperial military, they enjoy intimidating those they view as "softer" amateurs.

CLOUD-RIDERS

High in the Vandor skies circles a pack of marauders known as the Cloud-Riders. Led by Enfys Nest, they are one of the most infamous swoop pirate gangs in the Outer Rim Territories. They use their modified bikes in high-speed strikes, plundering cargo ships and settlements for riches to sell and gear to use.

WATCH THE SKIES

Enfys Nest leads the Cloud-Riders on strikes. The nomadic group travel aboard a carrier ship, the *Aerie*. The ship rarely lands, since the swoop bikes can launch from altitudes of 400 kilometers.

OUT MORE Enfys Nest's gang

colors are on bold display to distinguish the Cloud-Riders from rival biker groups like the Dark Star Hellions and the Nova Demons.

NEST'S RIDE

Detractors and enthusiasts of swoop bikes describe them in the same way: engines with seats. They are crude, overpowered vehicles with little finesse. Controlling a swoop is difficult, requiring

timing, instinct, and strength. In the
Core Worlds, swoop racing has become
a spectator sport, while on frontier
worlds it remains the mark
of outlaw gangs.

Triple-cluster turbothrust engines with ion-drive booster

Additional rider stirrun

> Starboard power cell

Accelerator seat with integral traction field

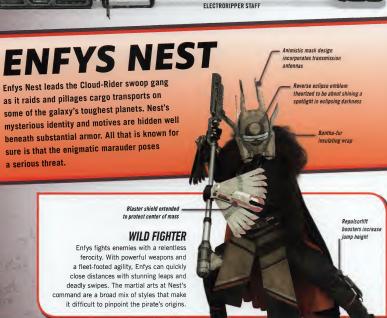
> Handlebars with control linkages to steering vanes

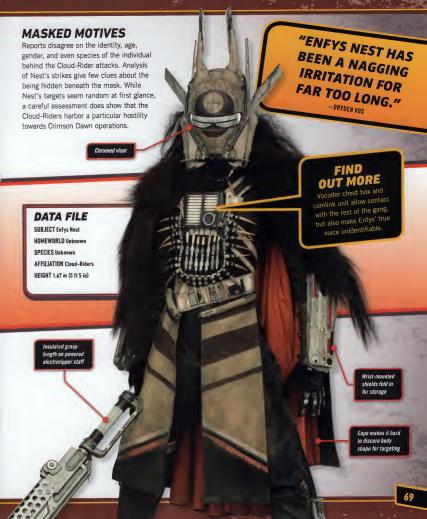
Data collection probe

Air scoop contains forward repulsorcoil

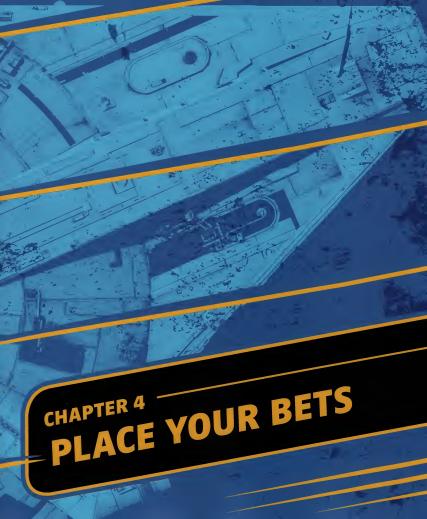














STAR YACHT

Dryden Vos, a senior member of the Crimson Dawn crime syndicate, travels the galaxy in an elegant Kalevalan star yacht named the First Light. Currently moored on Vandor, the vessel contains luxurious accommodation on par with the galaxy's most exclusive hotels or starliners. Vos wishes to show off his taste and sophistication, so spares no expense aboard the yacht.

DIVERTING ACTIVITIES

Visitors to the First Light are encouraged to mix business with pleasure. Vos employs master chef Shrindi Meille to create spectacular dishes for guests to graze on, while live music enables more energetic individuals to dance.



CURIOSITY COLLECTOR

Vos has a passion for antiquities, and hiis work on behalf of Crimson Dawn has given him the resources to build a one-of-a-kind collection. Those looking to curry favor with Vos—or desperately seeking his forgiveness—present him with lavish gifts. There are no guarantees of appreciation from the temperamental Vos though, however priceless the offering.



DRYDEN VOS

Dryden Vos is the face of an emerging criminal syndicate known as Crimson Dawn. The organization has quickly established a reputation for ruthlessness, even among the galaxy's crowded criminal underworld. Dryden is no crude cutthroat, however. He takes pride in being seen as a refined gentleman with a taste for luxury. It is unknown if this is from a privileged upbringing. The earliest records of Vos' past is as a merciless enforcer.

Bronzium

knuckle-guard



SHARP EDGED

Vos wields a matched pair of custom Kyuzo petars. The blades have been designed to fit his humanoid fingers and thumb-claw, and are weighted for his reach and fighting style. The daggers have a sharp, tempered carbon edge, but with a flick of a button, they become lined with a scintillating monomolecular energy cord, further increasing their deadliness.

Conductive blade edge



SOPHISTICATED VILLAINY

Never one to skulk in shadows, Dryden leads a larger-than-life existence. He socializes with the rich and famous, while cutting deals and throats behind closed doors. He can snap from cultured gentleman to ferocious killer in an instant, and few receive more than a single warning not to fail him.

Striation linked to circulatory system activity and adrenaline levels

FIND OUT MORE A head wound is

A head wound is evidence of recent trauma. The incision has been mechnostapled by Dryden's on-staff physician.

"TEST MY
PATIENCE FOR
EVEN ONE
SECOND AND
SEE WHAT
HAPPENS."

- DRYGEN VOS

Custom handmade Pantora-silk suit

DATA FILE

SUBJECT Dryden Yos HOMEWORLD Unknown SPECIES Near-human AFFILIATION Crimson Dawn HEIGHT 1.92 m (6 ft 3 in)

Wrist-comm and biorhythm reader Baffleweave cape is difficult for weapons scanners to penetrate

> Coded datapad and financial tracker

FIRST LIGHT STAFF

The staff of the First Light sign on for a life of perpetual travel, with scattered ports of call wherever Dryden Vos' duties and desires take the massive yacht. Intrigues and relationships—some friendly, others decidedly not—flourish in such close quarters.

GL-0T15

The First Light employs vendor droids as attendants, capitalizing on their preprogrammed obsequiousness and desire to make customers happy. GL-OT15 operates the principal turbolift that brings guests from the docking entrance to the lofty lounge and office decks. GL-OT15 also has a bank of weapon scanners.



PA-LT4 assortment One of a team of server droids trying to remain inconspicuous and avoid getting underfoot, PA-LT4 is a polished A-LT utility unit topped with a temperature-controlled serving tray.

Precision-engineered traction treads

AEMON GREMM

The captain of Dyrden Vos' security forces, Aemon Gremm is the only enforcer with a direct line to Vos himself. He insists all security concerns funnel through him. In this way, he makes himself an essential part of Dryden's operation and takes all the credit for his security staff's work. Physical domination is a very strong social trait among Hylobons, which is why Vos employs the species as enforcers.



Multi-vocoder boosts her voice to non-human frequencies

Corded auropyle dress

AURODIA VENTAFOLI

A bestselling recording artist billed as "Chanteuse of the Stars," Aurodia Ventafoli is in high demand. Touring makes it rare for her to settle in one place for too long, but Dryden Vos offered a hefty sum to book her for an extended residency on the vacht. He pairs her with a classic supper-club singer.



LULEO PRIMOC

First impressions of this tiny Gallusian might not suggest a recording legend, but Luleo Primoc was a chart-topping singer in the years before the Clone Wars. He also starred in a series of old holomovies while wearing a dashing humanoid exo-suit. Now past his prime, Luleo is still favored by retrocollectors and enthusiasts.

> Repulsorlift-fitted flask filled with formalde hyde

MARGO

Margo, an Imroosian who hails from a volcanic planet, is Dryden Vos' concierge and handles all guest amenities aboard the First Light. Margo's people have evolved a flinty, chalk-like skin to resist the searing temperatures of their home. Personally, Margo detested that environment, and she revels in the cool interior of the yacht.

Ottegan charbake smelt necklace

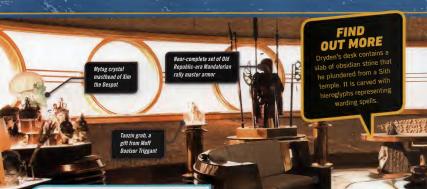
> Shimmersilk gown

OTTILIE

Ottilie is a chic server entrusted to attend to Dryden's personal guests. Efficient and observant, she shows just enough initiative to work independently, but not enough to worry her bosses.







TROPHIES ON DISPLAY

The six themed galleries currently on display in Dryden's study are: ancient mystic relics, idols of power and leadership, ancient weaponry, early stellar cartography, pre-spacefaring tribal artifacts, and ancient technology. Custom Graysmar-Kidean units create invisible preservation fields around the objects, maintaining specific humidity, pressure, and temperature requirements to keep any ancient or fragile pieces in pristine condition.

DRYDEN'S STUDY

Located near the summit of his towering star yacht is Dryden's spacious study. Wraparound windows provide stunning views of the ship's surroundings. However, the real spectacle is Vos' meticulously curated personal museum of rare treasures: carefully arranged displays that contain just a small selection of his trophies.

PRESERVED MENAGERIE

Rare animals—including a Tran Mariel runyip—are kept in suspended animation within sealed jars. The jars sit upon entropy field-generating pedestals, which preserve the priceless contents.



ALDERAANIAN

ARMILLARY SPHERE

items from storehouses on Tanaab, Byblos, Cato Neimoidia, and elsewhere. He employs

well-paid buyers and relic-hunters to risk

their lives in order to find him new trophies.

ANCIENT NAVI COMPUTER Dataplaque

MUMMIFIED HAND OF THE LOST KING OF DURO

Glyphs allegedly pinpoint the

long-lost Queen of Ranroon ship

PARTY GUESTS

Dryden's yacht attracts frivolous thrill-seekers who flock to the rich and powerful guests with dreams of catching residual fame. Most are apolitical and amoral: whether or not they know about Dryden Vos' criminal activities is inconsequential. The party must go on.

Parabolic headdress and masquerade mask

Metachromatic • trevalla cloth

DAMICI Stalado

A social chameleon who believes physical shape to be arbitrary, Stalado is in the midst of deep-tissue regrafting and splice therapy to transform her features once again.

BLYSTO NOXTON

Noxton is an avant-garde holovid artist who fancies himself a deep thinker. His partygoing is research (as he puts it) for a masterpiece work of holocinema yet to come.

Fineweave sherculién-cloth





Quadnocular vision—a Dyplotid trait—allows sight in infrared and ultraviolet spectrum

> Formal yet understated business wear

Tarubo Bunzo

Bunzo is an Astantu Distillery sales representative from the Ring of Kafrene. He brings samples of his finest reserves in hopes of landing a lucrative business deal with Dryden Vos.



common to Nithorn males

Keratin beak

HIRANG BIRREN

A cruise ship talent scout with a keen ear for music. Birren has been unwittingly singing along with the yacht's entertainment in his own guttural birdsong.



SABLIX VEEN

Veen is a fashion designer and model hoping to boost her career by being seen at one of Dryden's parties.



Faux-cones on male headdress are a playful choice



HADO GWIN AND **BOSHTI ANILEE**

Dancers Hado and Boshti are a Twi'lek couple who follow the First Light from port to port. The pair trained for a year at the famous Dette Lawnic Dance Academy on Alderaan before joining the competitive circuit. They are now trophy winners in three sectors.

Ear includes organic mid-cochlear recording device

Flask of Vandor ice water to keep her focused

KARA SAFWAN

Kara Safwan is a spy hired by the rival Rang Clan to gather intel on Crimson Dawn operations. Though Safwan blends in well with the revelers, Margo suspects she is up to something and has been discreetly blocking her attempts to get deeper into Dryden Vos' inner circle.



DILES ANEVI

Diles Anevi is Governor of the Expansion Region, a swath of space between the Inner and Mid Rims. He and Vos are meeting to strike a deal to waive certain travel restrictions on Crimson Dawn ships using the Great Gran Run trade route. In exchange, Anevi hopes to secure financial contributions to charitable causes he cares dearly about.

> Gaherwool mantle of office

Ruckle contains transactional credit chip portfolio





QI'RA ON THE RISE

When Qi'ra was a child, her cautious nature helped her succeed among the scrumrats. This quality is now teamed with a mature, strategic mind that allows her to navigate the far more dangerous waters of Crimson Dawn operations. She hides her true desires and intentions, using charm and wit to deflect probing questions from Dryden Vos. This cool, calculating front will take some getting used to for her old friend Han.

QI'RA

Qi'ra has put her life as a powerless street urchin behind her, and has managed to move up in rank and reputation within Crimson Dawn. Dryden Vos has taken a close interest in her and she now serves as the volatile gangster's most trusted lieutenant. Crimson Dawn half-logo bib necklace

Black clothing coordinates with that of other gang members

Onyxian belt with a gold striping



Through Crimson Dawn contacts, Qi'ra has access to whatever tools a plan requires. The 24 grenades in this reinforced case have charges including explosive, smoke,

Shock-absorbing gel layer keeps explosives from rattling in transit

and sedative gas.



Qi'ra's wardrobe consists of smart, tailored outlifs from the galaxy's leading designers—a far cry from the tattered clothes she wore on Corellia. Qi'ra looks right at home negotiating trade deals with magnates who are unaware of her humble origins. The clothes are also designed so that, when

necessary, they do not hinder her expert martial arts skills.







A primitive fur trade continues in outlying settlements. Living off the land in this manner produces many animal skull trophies for residents to display.

Mixology computer flags possible side effects of drinks for each species Bar carved from Vandor resin tree

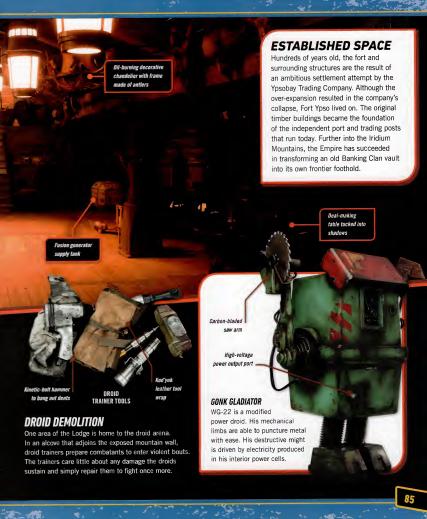
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THE LODGE

Jutting out from the side of a snow-dusted mountain, the Lodge is a Fort Ypso landmark. It is the starting point for many ill-advised adventures into the Vandor wilderness. Triumphant travelers return here to celebrate their conquest of the wilds, while the less successful gather to mourn their losses and plan their next attempt.

SIMPLE PLEASURES

Elaborate distractions are a rarity in rustic Fort Ypso, where harsh environmental conditions put a focus on simply surviving. A keybed in the saloon's corner provides music for the bar. A back room with balcony allows spectators to play and watch sabacc games, while brutal droid fights appeal to more primitive instincts.



LODGE PATRONS

Many visitors to the Lodge find themselves at a literal and figurative crossroads, with a spaceport and impound lot just down the mountain path. The Lodge provides daring and desperate travelers with a dangerous mix of business and pleasure.



Climber's mask with oxygen concentrators

IOTHENE JACONTRO

Big-game hunter Jacontro
is part of a crew who are
convinced Vandor's mountains
conceal a living vastadon.
Despite losing an arm to
gangrene after exposure
to the elements, this
Kerestian trapper
returns to Vandor each
year. He is willing to
brave the wilderness
for what many at
the Lodge regard
as a fool's quest.

"Owner" units are linked to restraining bolts on droids

SANSIZIA CHREET

Chreet is a trainer in the underground droid fighting circuit and an adept codebreaker. She is hired to bypass safety protocols on droids and turn the machines into unwitting assassins.



Stylized depiction of a hyperspace simu-tunnel

NALEY FRIFA

Multi-talented Frifa is rarely short of work. As an outlaw tech, she makes illegal modifications or repairs to starships and equipment. She is also a skilled latting artist, adent

She is also a skilled tattoo artist, adept at inking both gang symbols and datacarrying electro-tattoos.

RALAKILI

A loathsome rascal who runs the droid fighting pits in the Lodge, Ralakili has hated droids since his planet was ravaged by General

the Clone Wars.

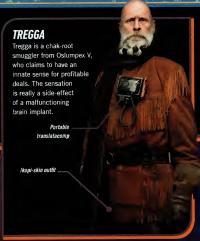
"Owner" units can
remotely give droids a
zap of electronic pain

Grievous during

spare protocol droid hand —









Synth-hide capelet with concealed pockets

ASTRID FENRIS

A smuggler from Vir Tangee,
Fenris pilots a modified
YT-2400 freighter called
the Silver Howl. Her current
scam involves exporting
relatively worthless Vandor
ice and passing it off as
expensive R'alla mineral
water. She sells it to gullible
customers who believe in
the water's promised
rejuvenating effects. Astrid
insists this is only a shortterm scheme to help her
settle some debts.

TORDICH ENVLO

Shivering Envlo is a mechanic aboard an independent freighter who hopes his captain finds work on. a warmer planet soon. Fi

a warmer planet soon. For now, this near-human has engulfed his body in a dense kod'yok fur coat.

> Emergency vac-suit provides some insulation

> > Jacket purchased locally at great cost

Hermetically sealed reactor gloves



WALK-IN WARDROBE

A self-confessed clothes-lover. Lando stays on-trend by buying a variety of dashing outfits while on his far-ranging expeditions. He stores his finery aboard the Millennium Falcon, in a walk-in closet located just off his personal quarters. Capes are his signature piece, as he considers them the final wrapping on a priceless gift to the galaxy-himself.

LANDO CALRISSIAN

Captain Lando Calrissian insists he plans to retire from smuggling and become a full-time gambler instead, shuffling from card game to card game across the galaxy as a professional "sportsman." But with double-talking Lando, this may just be a clever bluff to heighten demand for his services.



Ottegan fibrion scarf

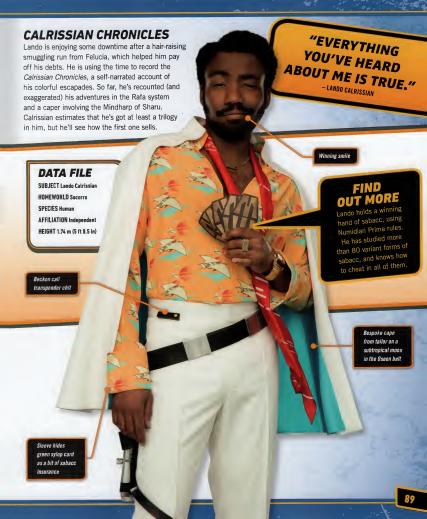
Chromium mined from one of Naboo's moons

SLEEK WEAPON

Lando can ably defend himself with a blaster, but he prefers finding non-violent solutions. If he must draw a weapon, it is always a stylish one. His BlasTech SE-14r is plated in brushed chromium, with a Tibrin mother-of-pearl handle.

Smooth, sophisticated smuggler Calrissian has been known to slip past the Empire many times. His skills as a schemer, storyteller, and con artist are what allow him to avoid trouble and the need to resort to any physical exertion. This means practicality is of little concern when he chooses an outfit.





SABACC

Perhaps the oldest and most popular card game in the galaxy, sabacc has spawned a huge number of variations, all with different rules. Common traits include an emphasis on bluffing, betting, and raising stakes. An element of chance is also common, meaning card totals—and therefore fortunes—may shift in the blink of an eye.



In the back room of the Lodge, there is always a sabacc game in progress. When stakes are high, an eager crowd gathers to watch the game unfold.

Beverage cup filled by a floating repurposed bacta-administering nurse droid

> Sabacc deck holder crafted to hold exactly 62 cards

Chance cubes for Corellian Spike rules

"Honest stones" change color

in the presence of many electronic cheating devices

Dried chak-root used

as gambling stake

100-credit Imperial coin

Sabacc dealer token

Crystalline vertex coin

Mandalorian coinage

AN UNPREDICTABLE GAME

The object of Corellian Spike sabacc is to achieve a card total closest to zero. Two pots accumulate in value during a game, with the hand pot won each round. The sabacc pot grows larger as the game progresses and is won by the player who draws a total of exactly zero, ending the game. Players bet based on their confidence in their hand. After each betting phase, the spike dice are rolled. A roll of doubles discards each player's hand and replaces it with unseen cards from the deck—potentially improving or destroying a player's chances.



THE CARDS

Corellian Spike rules favor a 62-card deck, with cards ranging in value from –10 to 10, and two zero-value cards known as sylops (Old Corellian for "idiots").

LODGE PLAYERS

Nerf-leather overcoat

SIX EYES

Argus "Six Eyes" Panox has some clear advantages when playing cards. His six flexible eyestalks are characteristic of his Azumel heritage. They are also responsible for his nickname and reputation for peeking at other players' hands. Thoughtful Six Eyes literally chews his cud as he keeps an eye on the competition.



THE TWINS

Their nickname is misleading, as Lark and Jonk are not twins, but rather a single entity with two heads—the norm in the Danzikan species. House rules state they must play as a single player. Otherwise they would be suspected of tactically driving up the pot and then splitting the winnings.

Electrosensitive antennae





Oiled headwrap keeps scales from drying out

KARJI

Bad luck sticks to Karji. He has a troubled marriage, a clunker of a ship, and crushing debts. It's his foultempered, distracted state that makes him a welcome addition to a sabacc table. He can be counted on to lose his money as quickly as he loses his temper.



Atmosphere exchange breathing tubes

BIG GUY

The Octeroid smuggler Glaucus is known alternately as "Big Guy" and "Big Eye," although his loose grasp of Basic means he doesn't notice the difference. He prefers to watch rather than play, as the values of his cards are too often given away as a reflection in his huge eyeball and his hands are too small to conceal the cards.

THERM SCISSORPUNCH

Them insists you call him Therm Scissorpunch, though it is unknown if this is a nickname he's earned or one he's desperately trying to create for himself. The Nephran relies on his fearsome appearance to intimidate other players, because the truth is, he's fairly mediocre at cards.





DAVA CASSAMAM

Dava is a deep cloud-miner on gas giant planets who finds standard gravity worlds soothing for her aching back. A hulking Elnacon, she must wear a pressure helmet to keep ammonia gas flowing through her lungs. Cassamam has a

stoic sabacc-face and a gentle demeanor, despite her intimidating size.

Transparisteel dome

A CLEVER COPILOT

Cranial

photoreceptor with

L3's ability to directly interface with the Millennium Falcon's state-of-the-art navicomputer allows the ship to reach unparalleled supralight speeds. She is able to calculate complex hyperspace routes that halve the distances usually traveled by slower, more cautious ships. Calrissian is usually the one who takes point to make fast-reflex maneuvers at sublight, but he couldn't do so without such a capable copilot by his side.

L3-37

A "self-made droid" cobbled together from both astromech and protocol droid parts, L3-37 is an enlightened navigator who cares deeply about droid rights. L3 is determined and strong-headed, with little patience for organics. Her confrontational nature unsettles those who may already harbor misgiving about droids.

BRAIN MODULE

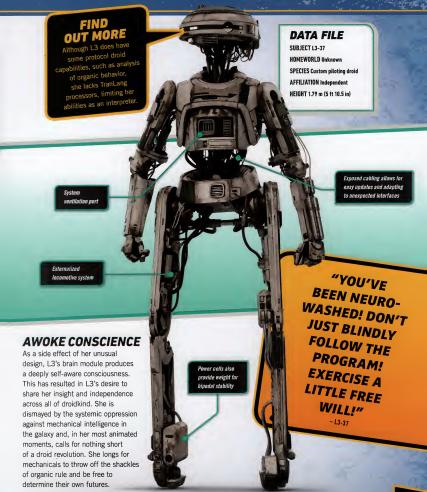
L3's brain module began as an R3 astromech brain. It has been overlaid with data architecture from an espionage droid, protocol droid processors, and custom state-of-the-art coding.



ONE OF A KIND

L3's body contains recognizable astromech components, but in an arrangement unlike that of any other droid. Humanoid in shape and speech, L3 can outwalk and outtalk any regular R-series unit. Her unique self-made form is not factory stress-tested though, which does lead to occasional breakdowns. The circuits in her back often stick, requiring physical adjustments from Calrissian.





MILLENNIUM FALCON

When Lando Calrissian first set eyes upon a certain working-class light freighter, he saw beyond its crude exterior to the soaring potential waiting to be unleashed. After two years of modifications and customization, Lando now considers the sleek and stylish Millennium Falcon his crowning achievement.

Arakyd Tomral



HOME IN SPACE

Calrissian's discerning tastes grace the interior of the Falcon, too. The forward compartment—which houses a lounge for the ship's crew—includes a drinks bar, holotable, and sound system.



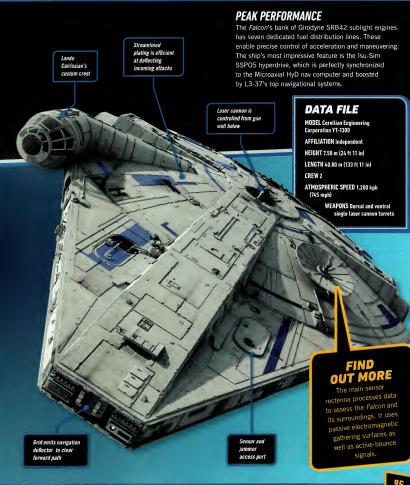
CLASSY CUSTOMIZATION

The Falcon is an old YT-1300 freighter that once worked in the galaxy's busiest spacelanes. Calrissian saw how powerful its freight-pushing engines were, so he converted the ship into his own speedy sports vessel. Lando modified the two cargo mandibles at the front into an auxiliary ship launch, turning the plain freighter into a unique starship.



CREW COMPLEMENT

It takes a crew of two to properly fly the Falcon: a pilot and copilot.
The cockpit can seat two extra crew members at the communications and navigations stations behind the pilots' seats.





GOT IT WHERE IT COUNTS

The Millennium Falcon's lifeblood is a radioactive liquid metal fuel that reacts explosively in the sublight engine chambers, creating an enormous rush of thrust.

Fuel delivery pump (fuel cells delivered from below)

Fuel lines

Dorsal heat vent (one of six) Extra-wide bunk in captain's quarters Pristine grooming area Walk-in closet

INSIDE THE FALCON

The Millennium Falcon has an outwardly sophisticated style that conceals the fiery core of a spirited fighter, not unlike its owner, Lando Calrissian. By covering the Falcon's most utilitarian, cargo-loading features, Calrissian presents a sleek ship with a very deceptive lift/mass ratio—perfect for his smuggling runs.

Sublight drive exhaust

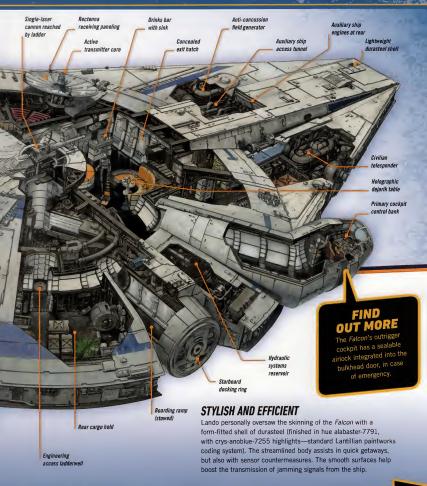
Igniter

Escape pod bay

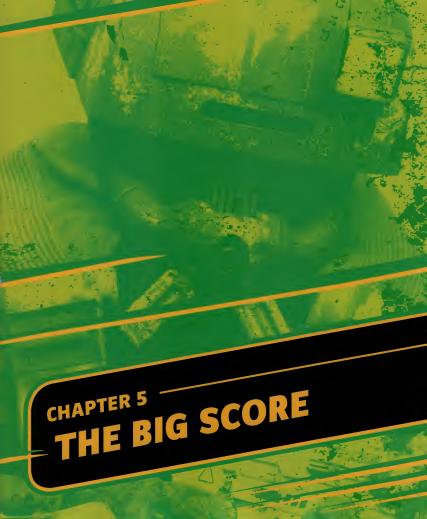
Thrust vector plate

Ton

hatch









TOXIC POOLS

Kessel's unsustainable mining practices create dangerous byproducts. In the hunt for spice, a toxic fossil fuel called Kessoline is freed from the surrounding rock and poisons many of the planet's aquifers. Miners then burn this cheap fuel to power machinery, creating clouds of choking smoke and further damaging the environment.

Enormous boring machines slice triangular tunnels

FIND OUT MORE

Illumination banks provide much-needed light in the underground mine tunnels. Unfortunately, they also add heat to the already stifling conditions the miners must endure.

Hastily and haphazardly affixed utility lines

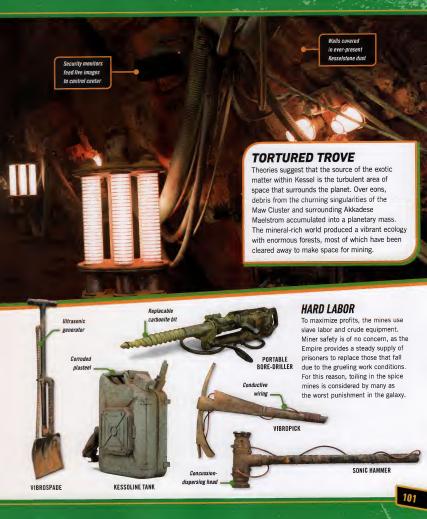
KESSEL

The royal family of Kessel has allowed one side of their planet to be taken over for widespread mining operations. Under the control of the criminal Pyke Syndicate, slaves dig deep into the planet for valuable minerals. The Empire keeps a close watch on what comes out of the depths of Kessel while turning a blind eye to the criminal activity.

Raw spice-bearing _ Kesselstone awaiting processing

BOUNTIFUL WORLD

Most notorious of the minerals harvested on the planet is a medicinal substance known as Kessel spice. Criminals transform the powder into a powerful narcotic.





PYKE GANG

The Pyke Syndicate are a gang based out of Oba Diah, a world not far from Kessel. The Pykes' proximity let them muscle into the Kessel spice racket and strike a deal with King Yaruba of Kessel. The gang is the sole exploiter of the resources harvested from the sacrificed side of the planet.

"IF YOU FOLLOW ME, I'M SURE WE CAN REACH A ... MUTUALLY BENEFICIAL ARRANGEMENT."

- QUAY TOLSITE



DAMAGED GOODS

The planet's toxic conditions and the ever-present dust shorten the lifespan of both individuals and machinery. Guard weapons are kept simple. cheap and easy to replace.



one. More powerful gang members prefer to administer from afar, as their relatively fragile Pyke physiology reacts poorly to Kessel's harsh conditions.

FIND OUT MORE Caretaker's code keys

are needed to access control systems, prisoner monitoring tech, and mine access hatches.

DATA FILE

SUBJECT Quay Tolsite HOMEWORLD Oba Diah **SPECIES Pyke** AFFILIATION Pyke Syndicate HEIGHT 1.83 m (6 ft)

MINE WORKERS

The Empire supplies the Pykes with prisoners to work in the Kessel mines in exchange for minerals it needs

for the building of their rapidly expanding military forces. Kessel prisoners range from hardened, violent criminals to outspoken political idealists, as well as those simply in the wrong place at the wrong time.

Datafeed headset and popules

Organizational sigils denote guild house

YORSH MANTED

The Mining Guild sends agents such as Yorsh Manted to patrol the Kessel mines and to ensure the Guild gets its cut of the minerals found within. Pyke leaders have agreed to this presence, however the on-planet Pyke sentinels often disagree with the Guild agents on tactics. The Pykes favor a more brutal, less bureaucratic approach to security.

SFNNA

Senna's greatest crime was his natural Gigoran strength, Species like Wookiees, Houks, and Gigorans are found in large numbers within the spice mines, owing to their powerful builds. In many cases, these creatures are rounded up in large numbers and with little cause.

Vocoder pack translates Gigoran speech into Basic

White fur permanently stained by Kessel dust

Ore sample honner TΔK

Relieved to have once been a con artist robbing the elderly on Coruscant. Tak crossed a line by attempting to do the same with the Princess of Kessel, Now, Tak uses his swindles and schemes to try to get easier work shifts.

Coarse sunshade hat stolen from a fellow miner



Electro-shock burns

BAXIN WINSTOLL A former senate

page, young Winstoll does not have much of a ' future to look forward to. He was rounded up during a crackdown of suspected traitors to the Empire.



CRODIT AND BLAWZ

Their small size allows Dwuni brothers Crodit and Blawz to squeeze into the narrowest parts of the mine, where others cannot go. They bizarrely seem to enjoy their work.

Portable drill unit



Hailing from the inland tree city of Rwookrrorro, Sagwa was taken prisoner after he attempted to defend his fellow Wookiees from Imperial patrols. Years of toil on Kessel have taken a terrible toll on Sagwa's body. Despite this, he continues to selflessly try to spare weaker slaves from the most brutal mining duties.

shackles

Balding fur from illness



DEZINE KRISSO

Krisso was one of a class of schoolchildren kidnapped while on a field trip to Oba Diah. Her hope of being reunited with her family is starting to dwindle

> Radiation scarring

Sifter

Vac-shovel



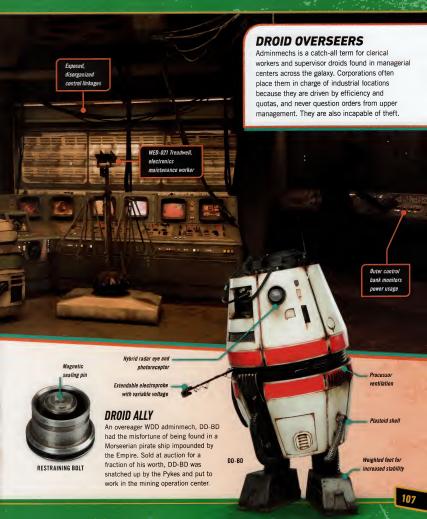


CONTROL CENTER

Profit matters above all else in the Kessel mines. The Pyke Syndicate cuts costs by using droids to run the operations center rather than paying administrative staff. The prisoners and their mining output are monitored at all times by droids, who are in turn controlled by Quay Tolsite.

CAPTIVE TECHNOLOGY

The droids of Kessel are fitted with some of the strongest restraining bolts in the industry. The small, plug-like devices are welded on to droids' bodies and can be used to shut them down if necessary. Quay Tolsite keeps the bolts' remote activators—known as "owners"—handy so he can zap troublemakers with painful currents if they fail to obey his commands.



DROID WORKFORCE

Working in the spice mines of Kessel is a notoriously punishing assignment for droids. Endless work shifts, harsh materials, lack of oil baths, and painful restraining bolts are but some of the horrors that await the misfit droids that find themselves stationed here.







Case filled with

Kesselstone





Overworked conflict resolver



GM12-I1 REPURPOSED LABOR DRDID

IRI X-24 REPURPOSED LABOR DRDID

LANDING PAD OPERATIONS DROID

SIDE-SA-5 PROTOCOL DROID

PROTOCOL DRDID



1MSE-KUP24 MESSENGER DROID



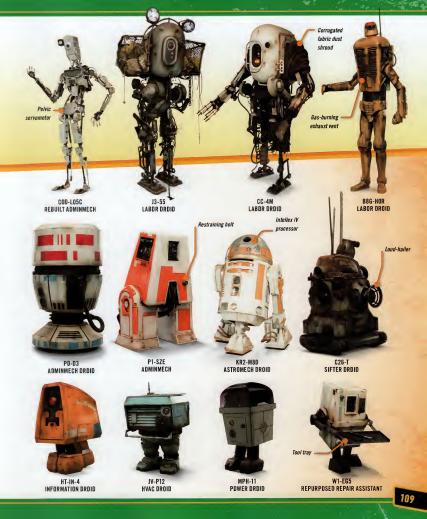
GDUD-4 MESSENGER DRDID

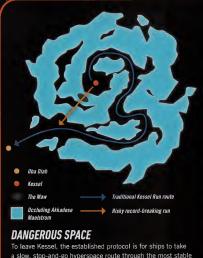


P6B-LT2 ASTROMECH DROLD



T1M8-LT2 ASTROMECH DROID

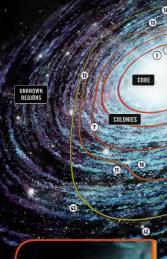




a slow, stop-and-go hyperspace route through the most stable parts of the Maelstrom. The traditional Kessel Run avoids naturally occuring gravity wells that draw matter toward them and can confound navicomputers. The largest of these wells, the Maw, is given a wide berth by sensible travelers.

KESSEL RUN

The Kessel Run is a legendary navigational route through the chaotic space that surrounds the planet Kessel. The local Si'Klaata Cluster and the Akkadese Maelstrom are shifting systems of interstellar gas, carbonbergs, ice chunks, and other debris that make hyperspace travel treacherous.



RISKY SHORTCUT

Foolhardy pilots can skim off parsecs by crossing through shifting gaps in the Maelstrom. This turbulent area of space has many obstacles including, according to legend, massive creatures called summa-verminoth.

OUTER RIM EXPANSION MID RIM **GUIDE TO THE GALAXY** 1 Coruscant 23 Mandalore 2 Chandrila 24 Yavin 4 3 Alderaan 25 Malachor 4 Kuat 26 Cantonica 5 Corellia 27 Mon Cala 6 Hosnian Prime 28 Lothal 7 Jakku 29 Eadu 8 Onderon 30 Kessel and Oba Diah 9 Mimban 31 Nal Hutta 10 Ring of Kafrene 32 Scarif 11 Takodana 33 Tatooine and Geonosis 12 Jedha 34 Savareen 13 Ord Mantell 35 Ryloth 14 Numidian Prime 36 0'Oar 37 Crait 15 Kashyyyk 16 Wobani 38 Sullust 17 Vandor 39 Dagobah 18 Naboo 40 Utapau 19 Malastare 41 Mustafar 20 Dantooine 42 Bespin and Hoth 21 Lah'mu 43 Endor 22 Dathomis

HAN'S JOURNEY

CORELLIA

Han's homeworld, nestled deep in the Galactic Core, is an ancient world long past its prime. Han departs from the coastal city of Coronet, leaving a life of poverty behind him.



MIMBAN

After being kicked out of the Imperial Academy on Carida, Han Solo is sent to Mimban. The Empire is at war with the locals on this mud world in the Circarpous sector.

VANDOR

Solo joins Tobias Beckett and his crew on a risky gambit to the frontier world of Vandor. It is a rugged world where survival is a hard-won skill.



KESSEL

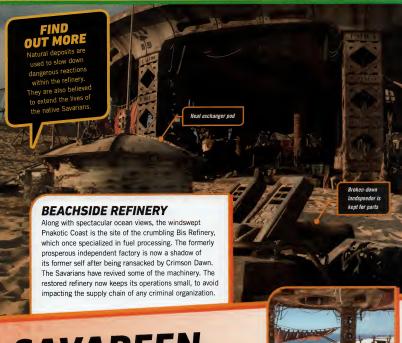
The mineral wealth of Kessel draws Han and crew to this blockaded world. A planet of contrasts, half of Kessel has been sundered by greedy mining interests.



SAVAREEN

The shadowport refineries of Savareen are an off-the-grid location that Han hopes are far from the watchful eyes of the Empire or the Pykes.





SAVAREEN

Savareen is a world marked by sandy landmasses amid huge oceans. The settlements here have experienced trials, but the Savarian inhabitants are resourceful. One secluded area of coast has become a shadowport—a spaceport absent from all official records. It is home to an abandoned refinery secretly used by criminals who have smuggled valuable minerals from Kessel.

SILO RUINS

Savarians have moved into the shelled ruins of the old Bis Refinery, turning the battered storage silos into homes and shelter from the elements.



SAVARIANS

Savareen's scattered human villages are thought by outsiders to be the result of a lost colony from the dark past of the Republic. Savarians have a deeply spiritual mythology and hold their ancestral links to the ocean close to their hearts.

KRYSGULD DARTIS

A keen-eyed lookout, Dartis watches the approach of incoming starships and gauges whether or not the vessels pose a threat to his people. At his tap-code command, the Savarians can seek shelter in burrows and cove shallows until the dangers pass. He maintains an effective silent communications



Gold link represents the beach sitting between land and sea

Adesote fabric woven a from sea plant fiber

VAMASTO MAJA

Maja is an elder in the Pnakotic Coast village and has seen firsthand some of the tragedies suffered by this settlement. She believes the unique refining qualities of Savareen sand and seawater are for the Savarians alone to exploit. It was Maja who oversaw the rebuilding of the Bis Refinery to benefit her people.



Superstition prevents Cuttsmay from showing her mouth apart from when making predictions

TARAJA CUTTSMAY

A seer with the "eye beyond the waves," Cuttsmay is believed to have fortune-telling abilities. She blesses relationships and newborns in the village to ensure good fortune. Beard is marked by dye he applies to honor the sea

KENHOLDT RANSARD

Ransard is the village spiritual man, but also its most skilled distiller. His particular technique for cultivating seagrapes produces a brandy that is renowned by aficionados across the sector.



YIRPA GARAJON

Garajon brokers landing rights and trade deals with the scoundrels who come to Savareen. The Savarians do not require much—they trade their refinery services for food, textiles, technology, or medicines. Imperial credits have no value here. Garajon often enlists help from elders like Maja or the insightful Cuttsmay.

Hands denoting a pause in sign language



Comm antenna on plastoid backing mount

Mark of rank in refinery operations

LANZAROTA MALCO

Malco supervises the upkeep of the generator windmills and desalination moisture vaporators that dot the coast and provide the Savarians with power and water.

DHOWAR REPAREED

Repareed's fellow Savarians joke about him having the easiest job on the Pnakotic Coast—air traffic control. Indeed, with very few landing pads to oversee and regularly clear skies, Dhowar is fairly mellow and spends a lot of time daydreaming. There have been some panicked moments when a stricken ship arrives and his attention is required.

Tap-code comlink for emergencies

> Pockets filled with signal flares

ENFYS NEST'S GANG

The Cloud-Riders form the core of Enfys Nest's gang. Their notorious swoop bikes can match the speed of starships, enabling the gang to board target vehicles mid-flight. Other members of Nest's crew include marauders and support personnel. The outlaws generally conceal their identities behind helmets or masks.

WEAZEL

Weazel left behind a life as a petty thief to become Enfys Nest's closest lieutenant and most vigilant spy. Weazel previously worked with the Hutt gang out of Mos Espa on Tatooine. Now, he travels wherever his leader has business, including tracking Beckett's crew to Savareen.



Macromonocular

Pressure-tight corrugated metal breathing hose

TUBES

Tubes is a mysterious marksman whose features are concealed beneath a chrome helmet. He is a refugee from Yar Togna who speaks little of his past. The Empire conquered his world, leading to a mass exodus of its inhabitants. Many of these fugitives were exploited by criminal syndicates like Crimson Dawn, but Tubes found his own path with the Cloud-Riders.

TAYSHIN MAXA

The infamous Droid Gotra caused a violent gang dispute on the planet Eshan, which led to many innocent lives being lost. In the chaos, Tayshin Maxa learned harsh survival lessons that she has since imparted to her younger sister, Moda. The pair are now both Cloud-Riders, riding alongside Enfys Nest.





Echani fighting stance

MODA MAXA

Though her older sister Tayshin is a more skilled martial artist. Moda is the better pilot of the two. She rides a Vulptereen Skysnipe-616D during shipiacking raids, and demonstrates impeccable timing and coordination. Moda trains with her sister to improve her combat abilities Case-hardened cannon barrel bludgeon

BATCHA HUNARIS

Hunaris is a brute who prefers clubs and fists to knives and blasters. He once worked as a security guard at a fueling depot on Orinda. He tagged along with the gang after Nest raided the depot.



Cowl hides Melbu resnirator horns

AUROMAE ISELO

A former bounty hunter, Iselo was frustrated by the number of political targets that he was being assigned by the Empire. His strong sense of justice

prompted him to seek out and punish violent criminals instead.

Rather than continue to deal with corrupt bureaucracy.

Auromae became a vigilante and found a place in Nest's crew.

> Tuft of hair from loyal bantha Auromae once had as a mount



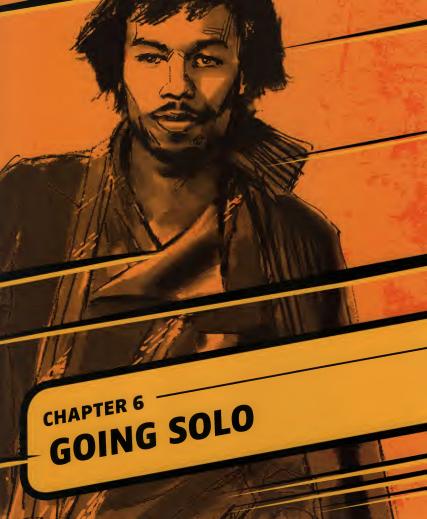
DH-17 blaster rifle

receiver dish

CALLIXIDO RYSS

Callixido Ryss flies a Javelin-112 swoop bike. His competitive streak causes him to challenge the Maxa sisters to races during raids. Ryss' antics betray his attraction to Moda-or at least that is what her older sister, Tayshin, suspects with unease.





THE FALCON FLIES AGAIN

Solo would be the fourth consecutive Star Wars movie produced by the crew at Pinewood Studios. Having already exactingly re-created the Millennium Falcon interiors and exteriors for The Force Awakens, developing an earlier incarnation of the ship presented an evolution of challenges already met.



A FEW SPECIAL MODIFICATIONS

The Art Department spent months imagining possibilities for an earlier version of the Falcon, building on classic shapes and designs envisioned for the original films by Joe Johnston and Ralph McQuarrie. A page of sketches by Patrick Faulwetter and art from lan McQue show the range of options considered.







THE RETURN OF HAN SOLO

When the possibility of new Star Wars movies became reality in 2012, writer and director Lawrence Kasdan expressed an interest in revisiting Han Solo. Kasdan had made Solo into an icon in his screenplays for The Empire Strikes Back and Return of the Jedi, and was now intrigued with exploring Solo's youth. Like Han himself, the journey would be full of surprises.

IN THE PILOT'S SEAT

The project began under the stewardship of directors Phil Lord and Chris Miller. Director Ron Howard took over the controls of this ship after their departure, steering Solo through production, postproduction, and release. Howard has had a long association with Lucasfilm, appearing in the American Graffiti films (1973 and 1979) and directing Willow (1988), but this is his first Star Wars story.





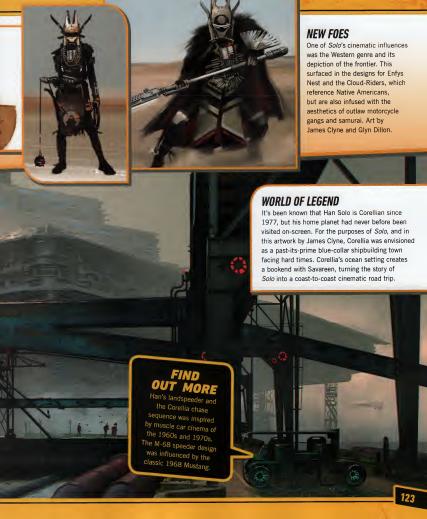
In addition to revisiting and reinventing the familiar, *Solo* brings its audience something new. As with all *Star Wars* movies, the story explores parts of the galaxy previously unseen, gangs never met before, and new heroes and villains. These ideas all underwent refinement through hundreds of concept illustrations.

CRIMINAL CONCEPTS

This story occurs before Han Solo becomes entangled with Jabba and the Hutts, so new criminal scum and villainy was needed for this tale. Solo's Dickensian origin as an orphan working for thieves was given a *Star Wars* twist by making those thieves loathsome White Worms. Art by Luke Fisher and Jake Lunt Davies.







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